# SILT HORROR

*Lurker in the Dunes*

**Habitat:** Desert; **Treasure:** Any

Lurking below the desert sands is something truly horrific. Most people never see it, and those who do seldom live to tell the tale, but legends of the silt horror are pervasive as ever. These colossal creatures are reminiscent of the great sea beasts that terrorize ships on the ocean, though instead of targeting ships carrying goods and people on the water, they target any living thing large enough to stir the surface above their subterranean lairs. Because so few people have actually seen a silt horror, there are countless contradictory tales told about them, but despite even the most unbelievable stories, the truth is often more horrific. They will eat anything other than their own kind.

A silt horror's lifespan is about 40 years, during which they only reproduce once, typically after a rain storm. When the ground is still wet, the silt horror finds a living creature to kill and plant its eggs in. After only a few minutes the eggs hatch and hundreds of tiny spawn jet into the sand, spreading in all directions. Many of the hatchlings will not survive more than a week, but those that do are destined to become leviathans of the wasteland as their progenitors most certainly were.

# Silt Horror

*Gargantuan Aberration, Neutral*

**AC** 16 **Initiative** +8 (18)
**Hit Points** 232 (15d20 + 75)
**Speed** 10 ft., burrow 30 ft.

| | MOD | SAVE | | MOD | SAVE | | MOD | SAVE |
|---|---|---|---|---|---|---|---|---|
| **STR** 24 | +7 | +7 | **DEX** 18 | +4 | +4 | **CON** 20 | +5 | +10 |
| **INT** 2 | -4 | +1 | **WIS** 16 | +3 | +8 | **CHA** 12 | +1 | +1 |

**Skills** Perception +8, Stealth +12
**Immunities** Grappled, Restrained
**Senses** Tremorsense 3 miles (blind beyond this radius), Passive Perception 10
**Languages** -
**CR** 14 (XP 11,500; PB +5)

## Traits

***Multiple Tentacles.*** The silt horror has six tentacles. Whenever the silt horror takes 50 damage or more on a single turn, one of its tentacles is severed.

***Siege Monster.*** The silt horror deals double damage to objects and structures.

***Limited Sunlight Sensitivity.*** While in sunlight for more than 1 minute, the silt horror has Disadvantage on ability checks and attack rolls.

## Actions

***Multiattack.*** The creature makes up to four Tentacle attacks and uses Fling or Swallow. If it has fewer than four tentacles, it makes a number of Tentacle attacks equal to its number of tentacles and uses Fling or Swallow.

***Tentacle.*** *Melee Attack Roll:* +13 to hit, reach 30 ft. *Hit:* 21 (4d6 + 7) Bludgeoning damage. The target has the Grappled condition (escape DC 18) from one of six tentacles.

***Fling.*** The silt horror throws a Large or smaller creature Grappled by it to a space it can see within 60 feet of itself that isn't in the air. *Dexterity Saving Throw:* DC 18, the creature thrown and each creature in the destination space. *Failure:* 14 (4d6) Bludgeoning damage, and the target has the Prone condition. *Success:* Half damage only.

***Swallow.*** *Dexterity Saving Throw:* DC 20, one creature Grappled by the silt horror (it can have up to four creatures swallowed at a time). Failure: 18 (3d8 + 7) Piercing damage. If the target is Large or smaller, it is swallowed and no longer Grappled. A swallowed creature has

the Restrained condition, has Total Cover against attacks and other effects outside the silt horror, and takes 19 (5d6) Acid damage at the start of each of its turns.

If the silt horror takes 35 damage or more on a single turn from a creature inside it, the silt horror must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 10 feet of the silt horror with the Prone condition. If the silt horror dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse using 15 feet of movement, exiting Prone.

***Jet.*** The silt horror burrows up to 150 ft. in a straight line from its current position, creating a 60 ft. area of swirling sand centred on the space it was located before using Jet. The area is Heavily Obscured for 1 minute.

## Reactions

***Fling Away.*** *Trigger*: The silt horror takes at least 15 damage from a creature with the Grappled condition from one of its tentacles.. *Response*: The silt horror uses Fling, targeting the creature who dealt damage to it..

## Legendary Actions

*Legendary Action Uses: 3. Immediately after another creature's turn, the silt horror can expend a use to take one of the following actions. The silt horror regains all expended uses at the start of each of its turns.*

***Tentacle.*** The silt horror makes a Tentacle attack.

*Created by:* ***JOSIAH "DUNGEON DAD" AMBROSE***
*Art by:* ***Dakota Curry***
*Editing:* ***Faye Morel***
*The Monstrous YouTube Video This Came From:* ***The True Horror Beneath the Desert of Dark Sun***
*Created in compliance with the Dungeons & Dragons SRD 5.1*

*Check out the high-res PDF version on the Dungeon Dad Patreon!